

Frogger

For our third prototype we chose to make a change to the old arcade game Frogger. In frogger you have to cross the busy highway and get over the pond by balancing on floating debris. Frogger obviously has a family and before you can say you have completed the game, you will have to do five times in a row with lives you.

We made the simple change to the game that every time you jump forward or backward with frogger the cars move forward too and so do the logs in the water. The goal is still the same, but with a heightened difficulty level since you now have to account for the cars sudden movement and their speed. The difficulty of the game is extremely affected and since we didn't manage to tweak the cars and logs' spawn rate to the same level as frogger, this too has affected the game in difficulty department. If the game would need coins to replay, people would with our copy be broke in 5 minutes, though it's doable since we have actually managed to get across.

Overall we have made frogger much more challenging from it's original version, and the change also affected how the cars and logs needed to spawn, which both has affected the difficulty of the game drastically.

